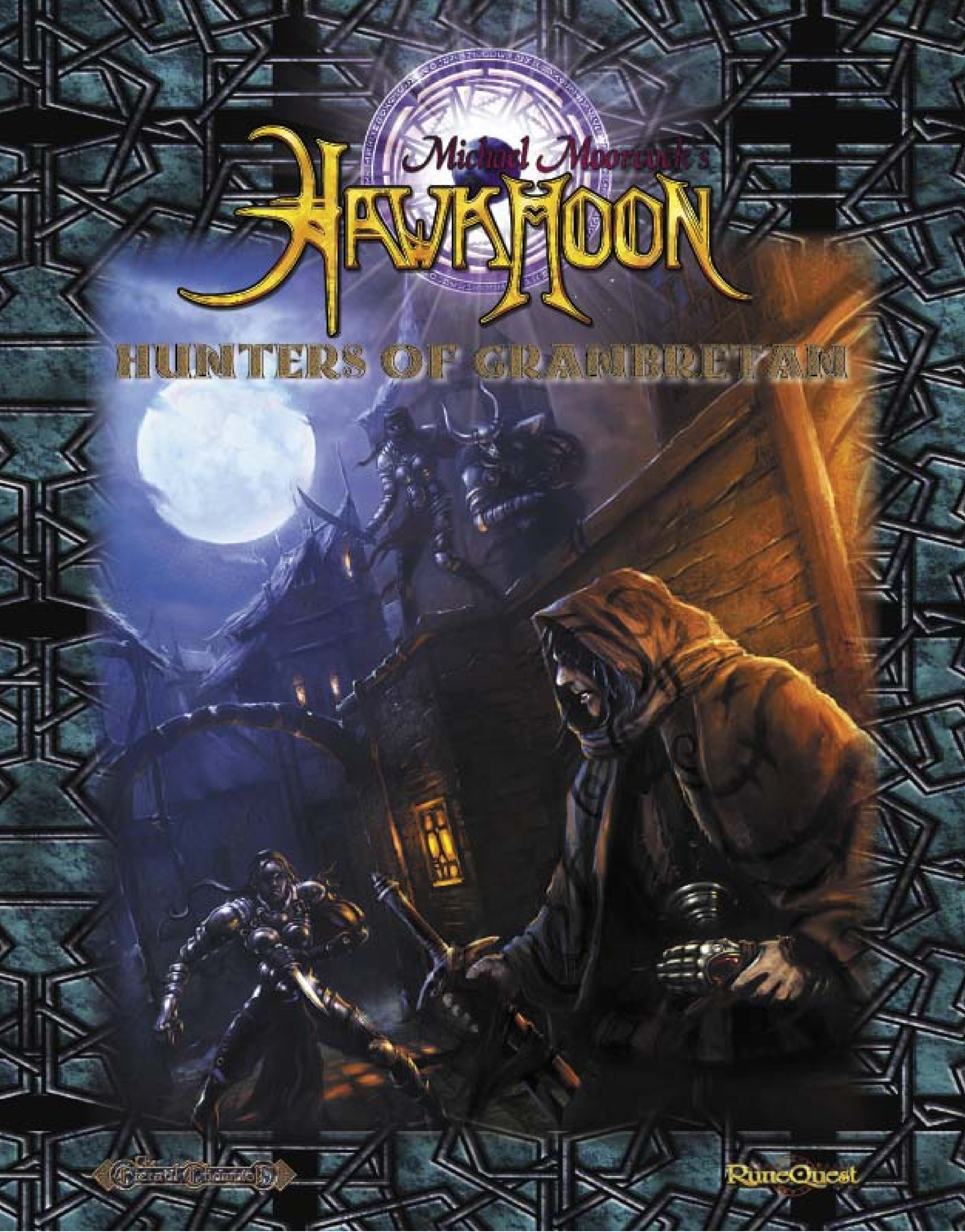

Michael Moorcock's
HAWKMOON
HUNTERS OF GRANBRETAN
RuneQuest

Michael Moorcock's Hawkmoon

Hunters of Granbretan

Credits

Author
Bryan Steele

Editor
Richard Ford

Layout
Will Chapman

Cover Art
Pascal Quidault

Cover Design
Iordanis Lazaridis

Proofreading
Scribendi

RuneQuest Logo
Anne Stokes

Interior Illustrations
Leonardo Borazio, Martin Hanford, Javier Charro Martinez, Regis Moulun, Sean Parnell, & Chad Sergesketter

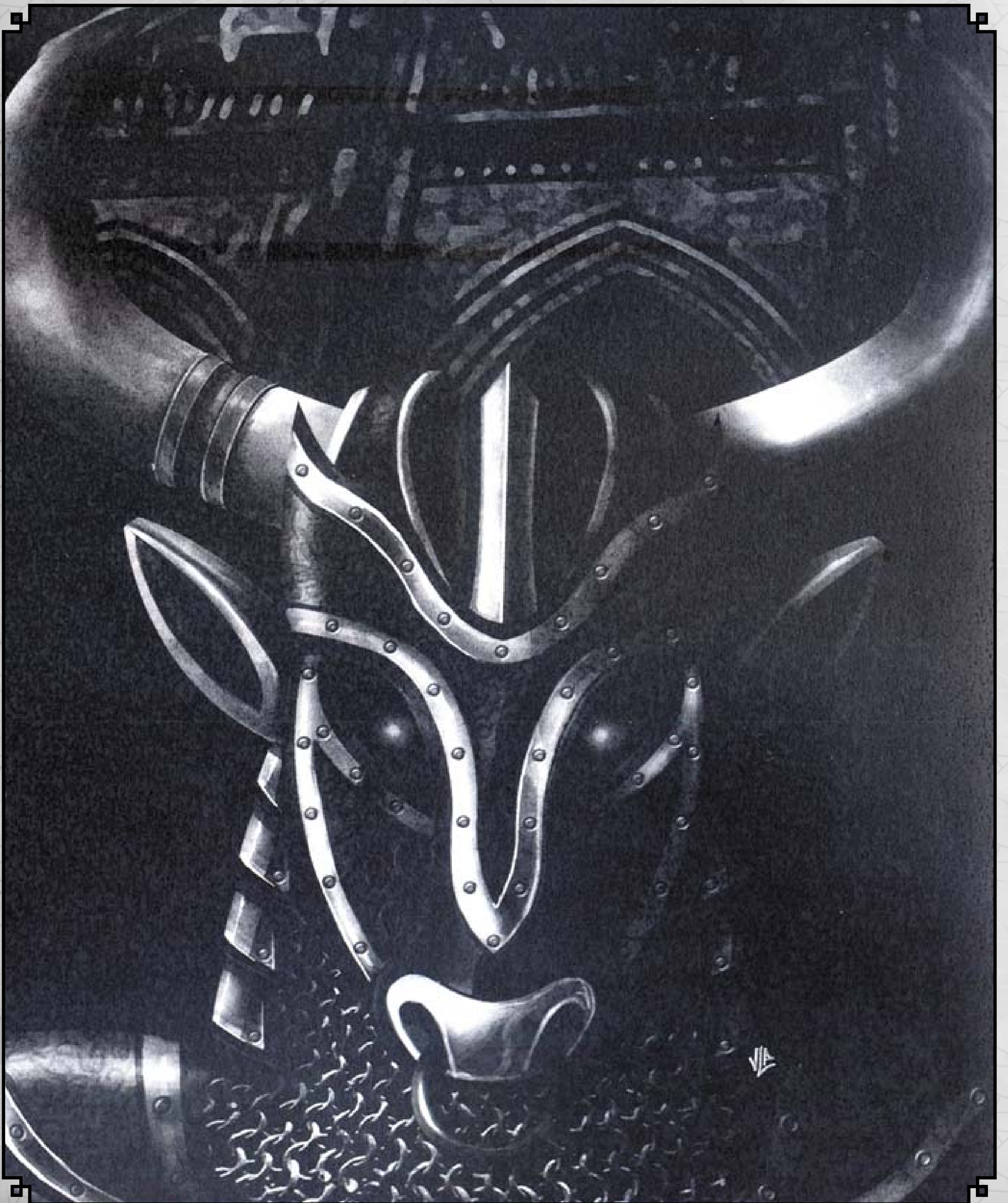
Playtesters
Sean Brown, Tina Cook, Cindy Freeman, Craige Freeman, Brian Gellinault, Paul Palmer, Robert Poulin

Special Thanks
Michael Moorcock

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INTRODUCTION



***Risidious looked back** over his shoulder, panting and out of breath, seeing the expanse of the Silver Bridge slowly being swallowed by the churning morning fog. It should buy him just enough time to find a buyer for these…these…tragically wonderful items. Maybe he will actually make it this time.*

Then he heard them again…wings of metal and wood. Clockwork cranking and electric engines humming, growing closer in the gloom. Ornithopters. The flying menaces had not given up chase since he left the west isle, and they are getting better at tracking him.

So tired…

He cannot run much farther, and they will be able to see him in no time. Looking down at the stump of a hand that he gave up to pass them on to better suited folk, he wished away the dull throb in his head. The fever was getting thicker, and his legs were like rubber vines beneath him.

No more running…

He had to find someone to take them. He cursed his weakness for being able to do it himself, and even more so for having to pass this responsibility onto someone else…

…but he was so very tired of running.

In the multiverse of the *Eternal Champion*, the collection of all possible universes, dimensions and time streams, destiny itself is dominated by the conflict between Law and Chaos. When these metaphysical forces clash, a mirrored soul – the Eternal Champion – often found in the midst of the conflict. Whoever fills this role serves as the champion and the very essence of Humanity for that dimension – although he is not necessarily a Man, and not destined to be Human. The Eternal champion's purpose is to force the conflict back towards a state of Equilibrium, but he often ends up serving Law or Chaos (willingly or not), or even trying to deny the destiny laid out before him.

The multiverse is as vast as the imagination, with no laid boundaries beyond the knowledge that another universe lies behind your own. There are thousands upon thousands of worlds and time streams; one never knows just how many devils, heroes, magics, and horrors beyond comprehension one might find within them. While it is true that Dorian Hawkmoon was made into the Eternal Champion of his era and his world, even he sees only a frayed thread of the tapestry of fate.

The Dark Empire of Granbretan is engaged in the conquest of Europe. King-Emperor Huon and his lackeys have manipulated the Eternal Champion into crossing the Silver Bridge into Europe bearing a black jewel in his skull that serves as both spy and leash. The lord-nobles wait with baited breath for the endgame of the King-Emperor, when they will have an iron-fisted control all of Europe as they have created on their own island.

In this scenario, players of *RuneQuest: Eternal Champion* will find themselves in the wake of a great man, caught between their own survivals and possibly stopping a great tragedy. *Hunters of Granbretan* is a scenario for moderately experienced characters playing the *Hawkmoon* piece of the *Eternal Champion* multiverse.

In this adventure…

Dorian Hawkmoon, Duke of Köln, has recently passed over the Silver Bridge into Europe on his long journey to Persia as part of his forced mission from the King-Emperor. The black-market city of Karlye barely even knew he had come and gone, before he already had done so. Shortly after his passing, another special adventurer from Granbretan follows. This man, a refugee from the bull-masked Tauran Lords, carries with him a very special sword and gauntlet that he claims must never fall into the hands of his former captors. Knowing that anything can be bought or sold in the streets of Karlye, he was hoping to break up the two pieces of the artefact, selling them separately in an effort to keep the Taurans from getting their hands on them. This was not to be, however. Destiny, it seems, had a different plan.

Wounded, poisoned and exhausted…the man dies, leaving the interesting artefact in the hands of the

Player Characters. Now they are the ones that are being hunted for possessing it, and they can only hope to escape the city and the many soldiers of the Tauran Lords – unless they can find someone foolish enough to take the mighty weapon off their hands (literally) so they can avoid capture and torture by the Taurans. Everywhere the Player Characters go they will find that Karlye is a dangerous and deadly place when it wants to be, and the powerful magic at work in the artefact is doing little to help them in staying unnoticed.

The Player Characters will have more than a few chances to cross blades with Tauran soldiers or make deals with some of the least trustworthy bits of Karlye's undercity; they will have to survive in situations that would have seemed unreal to them before their fated meeting with a wounded man in a dark alley.

By the end of the scenario, if the Player Characters have managed to avoid capture, torture and painful execution by the Tauran Lord, they will have one last duty – to wield the *Sword Magistrate* for as long as they can, or find a place to hide it from the hunters of Granbretan. Whatever they choose to do, the multiverse will respond appropriately.

Good deeds rarely go unnoticed…by both sides of Equilibrium.

Getting Ready to Play

Hunters of Granbretan is a scenario that gives players a chance to possess a true piece of the multiverse, if they want to take on all the baggage that comes with it. Unlike most roleplaying adventures, where the answer to any problem is strong morals and stronger blades, the problems facing the Player Characters in Karlye are likely to be difficult (but not impossible!) to solve in such a way. They might require the players and their characters to take different approaches to their situation. The decision to hide rather than fight should be a wise one, and wanton battle is likely to cause more ill than good.

For the Games Masters who are concerned their game is about to take the path leading away from fast-paced action and adventure…do not. We have tried to create an atmosphere of dark shadows and overwhelming odds, but still one filled with many opportunities for adventure. Sometimes the players may wish to talk or bribe their way out of an ugly situation, where they simply *cannot* avoid some conflicts. Depending on their views of Granbretan and its lord-nobles, the biggest threat in this scenario may not be a cutthroat or beast…but the idea of standing against such an endless and powerful foe. The soldiers sent to Karlye can be fought or killed blade and bludgeon, but the Empire's evil cannot be destroyed by a simple sword or arrow.

A copy of the *RuneQuest Core Rulebook*, *RuneQuest – Hawkmoon*, a notepad, pencils and a full set of dice (at least one of each of the following; d20, d12, d10, d8, d6 and d4) will be needed to play *Hunters of Granbretan*. Players and Games Masters may also find a copy of the *RuneQuest Companion* a good reference point for several of the skills and sorcery possibly used in this scenario. It is by no means necessary, as every encounter in the scenario has statistics or alternate rules listed in the last section for those involved; but some Games Masters may wish to have that extra information at their fingertips. This comes in readily handy when players take interesting turns off the beaten path of the written scenario. It may also be helpful to have a few miniatures or counters and some form of erasable map handy for when battles to break out, but these are also not essential.

Hunters of Granbretan combines several aspects of the roleplaying game into one continuous stream of plotline complete with many situations and problems that the Player Characters may want a diverse set of skill specialities to overcome or bypass successfully. A party of adventurers that is completely focused on one facet of game play may have some trouble with these instances, while a more varied group might do better as it progresses.

Games Masters should read and become familiar with the entire scenario before attempting to subject their players in it. This should allow the Games Master to follow each encounter together with the next seamlessly, or to alter his methods to meld the written encounters with the often random actions of his Player Characters. This is extremely important, as *Hunters of Granbretan* has many places where free-formed

actions could catch characters in new paths that force them to lose track of the bigger picture and the written events as they are supposed to occur. Thankfully not nearly as structured as an adventure walking through an abandoned mine or a dungeon room by room, the scenario is designed to subject certain events and encounters upon the Player Characters in order to make their final decisions about the *Sword Magistrate*. If the Player Characters get far too distracted, a crafty Games Master ought to be able to use subtle hints or altered encounters to get them back on track. Alternatively, some Games Masters may want to use the events and settings in *Hunters of Granbretan* to build a much larger storyline from this short scenario.

This scenario is designed for four to six Player Characters that qualify for the 'Seasoned' profile level as described on page 103 of the *RuneQuest Core Rulebook*, though it can be easily adjusted or adapted to accommodate groups of higher or lower experience or attendance. Should Games Masters have fewer players they can easily use their own judgment to lighten the severity of some encounters while strengthening those for a larger group. The scenario was written a certain way, but Games Masters should have the final say in how it is delivered to their Player Characters to suit the feel of their own chronicles.

Important Information before Starting

The following mini-sections explain a few very important things to know about the setting surrounding the scenario, and all Games Masters should take note as to how they are involved in the scenario before reading any further.

Dorian Hawkmoon

When the Eternal Champion came through Karlye, he had just crossed the Silver Bridge from the heart of Granbretan. His passing out of the dark empire created enough turmoil amongst the lord-nobles and their beast-masked armies for Risidious to steal the *Sword Magistrate* and come across the Bridge as well. Although it had nothing to do with him directly, as with so many other facets of the multiverse – Hawkmoon opened the door for this scenario to take place at all.

Karlye

This town's most visible feature is that it is dominated by the European end of the great Silver Bridge arcing from the shores of Granbretan over the sea to France. All of Karlye is thick by inns, stocksmen, horse-sellers and many other trades who target the endless stream of traffic from the Bridge. Karlye quickly transformed into one of the major trade centres of Europe, for this is the last effective European stop for any caravan train bringing booty from the Dark Empire's conquests. Before it is carried onto Granbretan soil, where the guards are far stricter about contraband, it can be unloaded here. Karlye therefore is the best place to buy and sell treasures claimed from all of Europe and Arabia. Slaves, art, liquor and weapons are all for sale in the many market squares and black market hovels. Although sometimes seen as scandal, many lesser nobles of Granbretan make regular trips to the city to buy goods cheaper than they can at home.

Karlye is also a major sky-port for the ornithopters of Granbretan, making the cloudy sky above an interesting sight of the flying contraptions buzzing back and forth like the bees around a honey hive.

Risidious Fairhaven

Once a citizen of the dark lands of the western Isle, Risidious was little more than a caretaker of an antiquity vault – one of the few roles left in Granbretan's darker communities that have not been twisted and warped to be filled by bio-scientific creations instead of a common man. When the buzz of a secret assault on Count Brass and the Kamarg began to circulate through the gossip chain amongst the beast-masked guards, Risidious knew he had to take action.

Researching old pieces of antiquity in his spare time, when no guards were watching him, the artefact librarian came across a classified file attached to a large crate. Reading the file and opening the crate, he discovered the *Sword Magistrate*, and the poetic description of what it did. Not knowing what exactly to do with this powerful artefact, he made the hasty decision to flee. Using the tumult that sprang up behind Hawkmoon wherever he would go, Risidious

made it across the Silver Bridge into Karlye before the owners of the blade found him. The Tauran Lords sent one of their best huntsmen and his personal soldiers to retrieve the sword.

The Sword Magistrate

This shining silver broadsword, when coupled with its bejewelled gauntlet, is a powerful weapon for the forces of Law and the natural order of things. Alone the blade and gauntlet are interesting and useful pieces of equipment, but when one grasps the other – wonderful and terrible things are possible.

Up until recently it was being stored in the antiquity vaults of the bull-masked Tauran Lords, and when they discovered that it was missing – Baron Meliadus demanded that they retrieve it. Exactly why the Baron fears the blade is not clear, but knowing the expense that he is willing to undertake to put it back under lock and key…it cannot be a passing interest.

The Tauran Lords

One of the subsets of the lord-nobles of Granbretan, the Tauran Lords – or simply Taurans to the common tongue – are bull-masked warriors and some of the most stalwart and relentless of the King-Emperor's hunters. Although they ultimately answer to the King-Emperor, most of the Taurans answer to a hulking man named Lord Minosh. It is upon Minosh's bellowing command that the scientifically augmented and well-equipped Tauran soldiers fan out on their ornithopters to crush enemies of the Granbretan Empire.

Knowing what sort of feats the *Sword Magistrate* is capable of, Huon chastised Minosh for allowing it to be stolen out from under his brass-ringed nose, and ordered him immediately to go and find it. Sightings of a hobbled old man with a mysterious bundle under his arm were brought to his attention through the spy network, and Minosh turned to one of his best lieutenants – Duke Rafe Thenblade.

Rafe, small for a Tauran but as deadly as their largest soldiers, was a crafty tactician and a loyal member of the Lord's own bloodline. Given a squadron of ornithopters and a unit of twenty Tauran shocktroopers at his disposal, Rafe was dispatched to Karlye to 'retrieve the *Sword Magistrate*, and crucify any who dare stand in your way'.

Each individual Tauran Shocktrooper is over two metres tall, half that wide at the chest, and capable of snapping a normal man's neck like a chicken bone. They are merciless and unknowing of debate – they only obey their orders to the letter as given, even if it means walking into suicide to do it. Armed and armoured to dispatch entire ranks of rebellious enemies, Rafe's unit of twenty might not seem like many at first glance…but they are enough to pacify an entire city in under a week.

As You Begin…

Remember that the *Eternal Champion* series is about the roles of Law and Chaos in the multiverse, and what part each soul chooses to take in the greater scheme of their facet of it. Whether an unwitting servant like Dorian Hawkmoon or a forced Hand of Destiny like Corum Jhaelen Irsei, the world is nothing more than a stage for Destiny to put on her never-ending masterpiece; the Player Characters can be little more than choral actors in the background – or they can strive to be the main billing.

A Dark Night in Karlye

***'There can be** no mistakes,' Lord Minosh said through a cloud of thick tobacco smoke, 'the Baron says that these items are integral to the completion of his mission with the Kamarg. Do not fail me, or I will be swooned to sleep by your screams the day after.'*

'Without fail,' Rafe Thenblade replied with a curt bow, 'or death trying.'

As Rafe left the antechamber he began to mentally calculate what he would need to find this old artificer, anyone he has had contact with, and all the foolish French maggots that might get in the way. If the Baron wants these trinkets so badly, he will surely have a massive budget with the equipment officers. Surely he will not need it, but arriving at a colonial city – as he sees all of the conquered lands – with a small army is always good for the troop morale.

This should be the most entertaining assignment he has had all year…

In this chapter, the Player Characters will get quickly and abruptly thrown into a situation that will even more rapidly become life or death. It will open a new world of interesting opportunities for them, and open a door that they may never be able – or want – to close.

The beginning of this scenario takes place in the market-ridden streets of Karlye, at which point the characters are probably milling about in the shops and stands on a typical afternoon. Risidious has been wounded at the foot of the Silver Bridge by a Tauran scout and has gone into hiding until nightfall, while Rafe Thenblade and his unit are about to arrive in the city.

The weather is damp and the sky a dreary grey, but the markets are buzzing with the shouts and groans of hagglers and shop owners regardless. You know that it will probably rain later, as it generally does on days like today, and you look up into the clouds as if to ask for a slight reprieve to the dampness of this autumn day.

The sky-traffic of ornithopters winging their way to and from the sky-port is particularly light today, except for a grouping of them headed this way from the west. It is a low-flying military formation, not the common traffic Karlye is used to…and it is headed this way!

The Player Characters might not immediately react to the incoming aircraft, but many of the surrounding civilians will. Shoppers will duck into taverns and inns, shopkeepers will drop their 'closed' shutters, and most people that are just passing through pick up their pace and pass through a bit faster. Nobody is unaffected by a martial presence of the Granbretan in the city, and even the toughest of Player Characters have to be aware of that.

The ornithopters should make a pass or two over the market the Player Characters are standing in, perhaps blaring out an electronically-augmented 'Enforced Curfew in effect! All pedestrians must seek shelter before nightfall!' message. This is mostly to help the Games Master accent the fact that there will be almost no one on the streets after dark, and will help set the mood of the shady city.

As there is still two or so hours before nightfall, the Player Characters will have that much time to continue shopping or arrange for a place to stay. A nice hotel or inn/tavern is a good choice for Games Masters to steer the players into getting to for the evening – especially with the slowly sinking sun reminding them about the curfew. If they openly decide to buck against curfew, a blunt run-in with a Tauran Shocktrooper who forces them indoors at sword point will hopefully be enough to put them in a position to continue the next scene. Otherwise, if they actually try to fight against the Tauran…the scenario is likely going to be much harder for them, as they will soon be wanted for the murder of a noble servant.

The scene should end with the Player Characters moving inside a hotel or inn just as the darkness of

night is settling on the city and the first droplets of rain are beginning to fall, making the electric arc-lights of the city flicker and crackle when the water strikes them.

After Dark

The Player Characters have moved indoors at any number of public housing and eating establishments throughout the city, especially the Hotel Les Sternes or the Ar Men Le Triton, and are likely now deep into their meals and listening to the staccato downpour outside against the shaded windows of the eatery. At some time during the meal, the following scene takes place.

'Monsieur?' the waiter asks as he leans forward, 'this message came for you, I asked the deliverer if it could wait until after dinner, but he did not answer. I believe it to be rather important.' He slips you a folded piece of paper and gives a slight bow before backing away briskly.

The piece of paper has five words written on it – MEET ALLEY IN TEN MINUTES. The handwriting is shaky and weak, and a close inspection of the edge of the note will show a tiny droplet of dried blood soaked into the page. It is hopefully mysterious enough to pique the interest of the Player Characters, at least one of them, long enough to go and see what this note is all about.

In the few minutes between receiving the note and acting upon it, the Games Master should have the Player Characters take a Perception skill test. If any of them succeed, they should be told that the waiter that delivered the note can be seen putting his cloak on and heading out the side door into the street. If they ask what he looked like he was doing, a simple (+15%) Perception skill test will determine that he looked nervous and more than a little concerned toward their table when he left, and even more so as he stepped out into the rain. This is surely to either raise all sorts of alarms in their heads, or make them believe that perhaps the waiter is the mysterious writer.

Ten minutes will pass rather quickly, and hopefully the Player Characters (or some of them) have gone out into the alley as the note suggested. If they have not, the stand-in waiter will come after a while and express to the group that there is a man out in the alley waiting for them – and that he looks badly injured. If *that* is not enough to pry the players into some action, this



scenario is not likely to go very far with the group of characters currently playing it.

Whether they immediately went to the alley or if they needed further prodding, the following scene unfolds in the alley behind the hotel.

The canvas awning over the alley makes the sound of raindrops fall flat against your ears in contrast with the splatter of your feet in puddles as you walk into the dimly lit space behind the building. Almost immediately, before you can fully take in the surroundings, a voice coughs out to you from the dark behind some empty crates.

'Is-is that you?' the voice stammers, 'I don't have much time.' An older man in ragged clothes, hunched over slightly limps out into the glow of the nearest streetlight. He has a pale face and yellow, jaundiced rings under his eyes. He winces in pain, revealing to you a heavy burlap bag rolled around what might be a weapon of some sorts, 'Came here to sell it, but no time now. Here, take it…I cannot go on any longer… the Magistrate…it said you were the ones…'

'Ouf!' he collapses to one knee, allowing a shining silver sword and bejewelled gauntlet to spill from the burlap into the street with a clatter. You can also see that his right hand has been severed neatly halfway up the forearm. 'Not much time…they cannot have it…the Champion will…fall…leave Karlye…leave…'

Suddenly, a trio of crossbow bolts perforate the old man's chest and neck, sending him tumbling backwards.

'Stop!' a brutish grunt comes from the mouth of the alley, 'You are all under arrest!'

The old man is Risidious, and he has just suffered a Major Wound to the head *and* chest. He has already failed his first Resilience roll to stay conscious, and will need to take additional Resilience rolls to remain living unless the Player Characters take the time to heal his wounds before he expires. This is, of course, unlikely – but some Player Characters will want to be heroic and save him.

The crossbow bolts were fired by three Karlye watchmen who were on specific orders to use lethal force when Risidious is found, and who were informed as to the old man's whereabouts by the concerned waiter from the eatery. They would much rather reload their crossbows and deal with the Player Characters at range if they can, as they are not terribly good melee combatants, but will draw their rapiers if they must. The watchmen would not like to fight to the death if they can help it, and will retreat if one or more of their number gets dealt Serious Wounds or worse. They will not however, surrender, unless absolutely left with no other option.

If the Player Characters choose to actually surrender and get arrested, the watchmen will wait until the Player Characters are disarmed and their crossbows re-loaded before opening fire. Rafe and the Taurans informed the watch that anyone in contact with Risidious would need to be eliminated too. This sort of 'firing squad' style of arrest could be very deadly, and Games Masters should try to give some kind of warning to the players, perhaps with a difficult (-20%) Perception check to see the 'glint of aggression in his eye' or something similar.

There is always the possibility that one of the Player Characters will choose to put on the gauntlet or pick up the sword (or both!) during the skirmish. The following is all of the information needed about the *Sword Magistrate*, its statistics, powers and drawbacks.

The Sword Magistrate (and the Hand of Fate)

This ancient relic called into being by the Runestaff in the age before the Tragic Millennium, this set of mystic artefacts has the power to enforce Equilibrium and lash back against the tides of Chaos in tumultuous times. They appear as a silver angelic broadsword with a golden hilt in the shape of a blind woman, and a bejewelled gauntlet of bronze that looks almost draconic in construction. Used separately these items are mighty, but when wielded together…the possibilities are as endless as the multiverse itself.

Sword Magistrate

A beautifully forged broadsword made of mystical silver and gold, it is a fine weapon that can shear through armour and flesh with ease. It has an edge unlike any other, and even the least of blows it lands can sever limbs.

Weapon	Skill	Damage Dice	STR/ DEX	ENC	AP/ HP
Sword Magistrate	1H Sword	2D8+1	10/7	1	10/–
	2H Sword	2D10	7/7		

- This item cannot be broken by mortal means
- Any failed Parry or Dodge attempt against this weapon results in it causing a Critical Hit

Hand of Fate

An interestingly crafted bronze gauntlet with sapphire talons and opal knuckles, it is so much more than a gorgeous piece of armour. *Nothing* in its grasp can be forcibly removed unless the wearer chooses to let go, or dies in the process.

Armour	AP	ENC	Locations
Hand of Fate	10	—	Right Arm (protects 50% of hits to that location)

Magistrate of Fate

When the two artefacts are combined by the same wielder – the sword wielded in the gauntleted hand – they transform into a powerful instrument of Law. In addition to the significant statistics found above of the items themselves, the combined item has a number

of additional properties that will not be immediately apparent to the wielder until they come into play.

- The sword will ignore the AP of any source protecting a servant (willing or not) of Chaos.
- The wielder gains 5 extra Combat Reactions for the purposes of Parrying only.
- The gauntlet's opals will glow when in the presence of a willing servant of Chaos.
- The gauntlet's sapphires can be pointed at a target three times a day and project the equivalent to the 'Skybolt' rune magic spell (see page 77 of the *RuneQuest Core Rulebook*).
- The weapon cannot be truly released (sheathed yes, given away – no) once wielded, unless by a Dark soul (see below).
- The gauntlet will automatically and painfully burn off the hand it is worn by should the wielder ever be judged Dark (as in committing evil acts).
- The wielder has a greater effect over the tides of fate, destiny and Equilibrium (Games Master discretion as to direct effects).



Especially if any of the Player Characters are using the artefacts, this battle should be over rather quickly – most likely with the city watchmen running or bleeding out in the gutter. If the Player Characters take the time to search them, each watchman has 3d10 copper pennies in a small purse, six crossbow bolts (minus any fired in the battle), a rapier stamped with the town's sigils, and a hand-sketched picture of Risidious with the words 'WANTED: DEAD by Rafe Thenblade of Tauran'.

Where there is Law...

In the multiverse, Equilibrium never stacks the side in favour of Law or Chaos. This means that where Law has the *Sword Magistrate* and the *Hand of Fate* at its disposal, there is an equivalent set of artefacts for the forces of Chaos. These items are called the *Murderous Axe* and the *Conqueror's Fist*. They have equal abilities and powers to the artefacts represented in this scenario, save for wherever it says 'Chaos' insert the term 'Law' instead.

These dark items are in the treasury of Baron Meliadus – where they will remain buried under a pile of unused items until he is made aware of what he has at his fingertips.

Should the Player Characters have somehow managed to keep Risidious alive, he would explain that the sword is a powerful artefact that he is not strong enough to protect anymore, and that it cannot fall into the hands of the Taurans – who will surely use it for evil. If asked about his hand, he will say that he did what he had to in order to bring the weapon here. If asked what the weapon does, he will only say that it puts fate in your hands and knows good from evil. If asked *what* it is, he will produce a torn piece of paper from one of the antiquity tomes to recite a poem:

'Keeper of laws, straight and shined. Magistrate blade, To heroes be led. The Fated hand, tapestry bound, to all Dark a curse, to the Champion proud.'

If Risidious cannot be saved, the page of paper will still be tucked in his front pocket, and a quick (-10%) Perception test will see it poking out at a glance.

When the combat is over and it looks like the Player Characters might be heading back inside, if only to avoid further problems with breaking the Taurans' curfew, the Player Characters should hear a ruckus from inside the building they are about to enter. If they rush in, they will be stopped by a kindly patriot who works in the kitchen, who tell them 'Get out! Go away! They are here…looking for you!' before shutting and locking the back door.

The Player Characters might want to try and peek in a side window to see what is going on, or eavesdrop…

'…am Rafe Thenblade of the House of Taurus,' the athletically built man shouts from behind a wrought iron bull's head mask, 'where did the traitors go?' he shouts. Behind him are two hulking soldiers wielding thick-hafted polearms and wearing similar masks that are actually bolted to helmets.

'Out-out back, sir,' the waiter points toward the door you had exited from with a shaking hand, 'I sent for the watch…but that was quite a while ago.'

'I'll have the watch captain flogged for his tardiness,' Rafe said with a growl, 'let's have them then! I want that old man's head!' The soldiers of them move toward the door at Rafe's command, and you suddenly realise that this situation just got terribly worse.

If the Player Characters feel up for one hell of a fight, there are two Tauran Shocktroopers about to walk out of the back door and into the alley. These bull-masked goliaths are *not* to be taken lightly, and anyone who passes a Lore (World) skill check should know that this will be hard fought with likely casualties. Unless the Player Characters have something special up their sleeves – or a death wish – they should probably run into the back alleys and streets of Karlye to escape.

Rafe himself is too busy questioning the other patrons of the eatery to come out back, and if his shocktroopers do not return in a timely fashion with Risidious' body, he will eventually go and look for himself – but not until much later, when he is done questioning the thirty some odd patrons.

Running Through the Streets of Karlye After Dark

The Player Characters are now on the run from both the city watch and the soldiers of the Tauran Lords in a dark and rainy city that has been given a strict curfew the breaking of likely means a painful inquisition before an equally painful execution. Fate has placed the Player Characters in this situation, and now they have a scant ten hours before sunrise – when the streets ought to be relatively safe again.

Games Masters can choose from or roll randomly on the following list of night time events to map out what the Player Characters will need to overcome in order to make it all the way to morning safely. Each of the following entries below will state how much time (in hours) it will take up from the ten hours the Player Characters have until sunrise.

1d8	Event	Repeatable?[1]
1	Abandoned Shelter	No
2	Black Marketeer	No
3	Street Gang Thugs	Yes
4	Good Samaritan	No
5	Anti-Granbretan Patriot	Yes
6	City Watch Patrol	Yes
7	Tauran Ornithopter Patrol	Yes
8	Tauran Shocktrooper	Yes

[1]If no, re-roll result after first time.

Abandoned Shelter

This event takes place when the Player Characters luck out and find an abandoned lean-to in the streets of Karlye.

You duck into a low awning between two darkened buildings just in time to avoid the peering eyes on a passing ornithopter, and you are reasonably sure that no one saw you. You quickly look around to verify, and you realise suddenly that the space that you have stumbled upon looks like it once served as a shelter for a vagrant or traveller.

It has been left to the rats, which scurry out from under a rotten straw mattress when you poke around. The wind and rain still seep in from under the tattered awning, but a torn leather curtain looks as if it could serve as a tent flap of sorts to hide you from passers by. So long as you do not light a fire or lantern, and limit your noise…it might be a safe hideout.

The Player Characters have found an excellent place to spend the night in the form of an old street urchin's lean-to. They could easily use it to spend the rest of the night in relative safety as long as they do not draw any additional attention to themselves.

In the hovel there are the following points of interest, and what they have to offer the Player Characters who might investigate them.

- **Rotten Straw Mattress –** A dozen or more street rats (will likely scurry away), two copper pennies. A further Perception skill check will discover a loose street-stone that has three mouldy dinner rolls and a thin-bladed dagger in modest condition.
- **Badly Nailed-together Box –** A maggoty piece of pork, a single gold pundstarleen, and a small jar of collected horseshoe nails (most are bent).
- **Torn Leather Curtain –** Seven badly bent brass rings (worth about 10 CP).

Over the course of the rest of the night, there is a chance that a random Karlye watch patrol might investigate the lean-to. This percentage chance goes up depending on what the Player Characters are doing, and should be rolled every hour. These modifiers are cumulative.

The Player Characters…	**% Chance of Watch Patrol[1]**
…are just sleeping/on watch. (BASE CHANCE)	5%
…are currently searching the hovel.	+5%
…have lit a fire/torch/lantern.	+10%
…are talking or arguing above a whisper.	+5%
…have at least one Serious Wound amongst them (leading to groans, heavier breathing, etc.).	+5%
…are performing any skill-related tasks that could make additional noise.	+10%

[1]Success on this roll immediately changes this event to the 'City Watch Patrol' event.

The Player Characters may be able to spend the whole night here if they wish, but this event ends after an hourly roll comes up with the City Watch Patrol.

Black Marketeer

This event takes place when a late night shipment of illegal goods leaves the door open to a black market storehouse, where the Player Characters might have a chance to duck into for cover.

The heavy wooden door to the storehouse creaks loudly as you close it behind you, leaving the dark streets and chilling rain behind for the dry warmth of the building. Just as your eyes are adjusting to the lack of streetlights, am oil lantern springs to life from the back of the storehouse – revealing a swarthy looking gent and two brutish companions holding large clubs in their meaty hands.

'Allo, folks,' the smaller man in the middle says with a sly grin, 'the name be Minister Tycen, and you have twenty seconds to tell me why you are in my main warehouse.'

The Player Characters could take a quick look at all the illegal and unmarked crates around the storehouse to know that this has to be some kind of black market hub, with Minister Tycen being the 'boss'. They have a couple of options: fight, flee, or buy. Depending on what they choose to do will make the difference as to the rest of the scene.

If the Player Characters fight, they are in for quite a shock. The two thugs with clubs are Street Thugs (see page 33 for statistics, and use the statistics for a common Karlye citizen his book for Minister Tycen), and three others are waiting in the background of the scene to join if things start to go badly. If the Player Characters defeat them *all*, including Tycen, they can spend the rest of the night here in peace – possibly sifting through the crates for certain items (see the 'buy' option below). If they lost, they are likely dead or badly broken enough to be left out in the street for the Taurans to find.

If the Player Characters flee, there is no conflict at all, but it takes no time off of their countdown to sunrise.

If the Player Characters choose to offer to buy something from Minister Tycen, he will wave off his goons immediately and assume the role of salesperson. There is a 50% base chance that any given object (with Games Master permission) found

in the *RuneQuest Core Rulebook*, *RuneQuest – Arms & Equipment*, and *Runequest – Hawkmoon* equipment tables. Tycen, being a professional black marketer, has all listed prices doubled and haggles only on sales of over 1,000 gold pieces. One thing to remember when dealing with Tycen is that if someone says the word 'buy'…someone *will* be buying.

Buying from the Black Marketer will take 1d3 hours off the remaining timer for the countdown to sunrise.

Street Gang Thugs

This event takes place when a small group of undercity thugs find the Player Characters on their 'turf', and plan on making an example out of them.

'Well, well,' a gruff voice grunts over the sound of a drawing blade, 'what do we 'ave here? A few little chickens to be plucked, eh?' The voice belongs to the rugged, unshaven lout that is walking out into the street…along with his five cohorts. They are all armed with short blades, and they do not look happy at all to see you…

These are perfect examples of the Karlye street criminals that run the undercity when the Granbretan nobility is not looking. The five thugs (Krale, Stith, Crain, Magger, and Tookie) are members of the Foxing Jesters, and are led by the local gang leader named Pracker (see page 33 for Street Thug statistics). They are really only looking for a few silvers to get them by, but if the Player Characters show any semblance of being well-armed or wealthy (like having a sword of silver or a bejewelled gauntlet!) they might just try their luck at the whole haul.

The Player Characters might be able to intimidate the thugs if they are exceptionally bold or brash – or if the mention that they are wanted by the Taurans – the thugs might be frightened away. There is a fine line between frightening and threatening the thugs, and if the Player Character crosses it Pracker might just as easily shout loudly for the watch before scattering to the four corners. If that occurs, this event should turn into 'City Watch Patrol'.

If the Player Characters somehow manage to befriend the thugs in any way, they might be allowed to hide out in the Foxing Jesters' hovel, which is a few blocks away. Everyone involved will need to make multiple Stealth skill checks to do so without attracting the attention of any Karlye patrols. If the Player Characters decide to stay with the Jesters, they will want to keep a good watch over themselves and their equipment during the rest of the night – as they are sleeping amidst a bunch of criminals!

The thugs have only 2d6 copper pennies on their persons, and their daggers.

Dealing with the Street Gang Thugs could only take a few minutes if there is an immediate combat, but could take up to an hour if there was conversation and negotiations involved. If they manage to stay the night with the thugs, they can stay until morning.

Good Samaritan

This event takes place when a local Karlye citizen wants to do the right thing for the Player Characters, likely out of a mutual dislike for the nobility of Granbretan.

'Hey,' says a hushed whisper from a nearby building, 'over here! Get inside before they see you!' You look around to see where the voice is coming from, only to see that it came from a weathered old woman leaning out from her window. 'Those bull-headed goons are right around the corner!'

The old woman is named Grace Hollisson, and her husband was part of the resistance against the Granbretan when their soldiers killed him, and she has never forgiven them for it. She is a seamstress and a wonderful host, and she has heard through the rumour mill that there is a group of people being hunted down by the Granbretan nobility – and has been watching out her window ever since.

Now that she has an opportunity to help someone against her husband's murderers, she will open her doors for them no matter how grizzled or thuggish they might look. She will happily feed the Player Characters and do repairs to their clothing and other cloth items, which will require her to use her Craft (Seamstress) skill of 70%. She will also freely speak to them about her husband and the way that the Granbretan Empire stole him away from her…and that she hopes that the universe will one day strike back at them.

The Player Characters could stay the whole night if they wish to, or they can stay long enough to believe that they have avoided the patrols, or they might not wish to endanger the old woman. This is a good opportunity for the Games Master to fill the characters in with all sorts of interesting information about the history of the area and of the conquering of so much of Europe. It is also a good opportunity to instil a good distrust and dislike for the Granbretan (if the Games Master wishes to do so).

The Player Characters can spend as long as much of their countdown as possible with the old woman, or as little – it is up to them.

Anti-Granbretan Patriot

This event takes place when a fellow fugitive from the forces of Granbretan notices the Player Characters and wants to help them – so they can help him.

'Pssst!' a voice whispers from the shadows, just loud enough to be heard over the fall of raindrops on the stones of the street, 'Over here!' You look around to see a cloaked man hiding behind a stack of crates, and he is waving you over.

It could be a trick, or a trap…but he is breaking curfew, the same as you…

The man hiding behind the crates is named Albrent Foep (see page 33 for Street Thug statistics), and he is a convicted (and escaped) bandit from the roads to Germany. He is a stalwart patriot of France and refuses to bend his knee to Granbretan rule, which is why he has been targeting their caravans. It was his plain bad luck that placed him in Karlye when the Taurans arrived – and now he has found others that he thinks will be able to help him out.

Albrent claims to know a way in and out of the city through the old sewer system, but he does not think that he can do it by himself with the Taurans around. He suggests that they team up for the hasty exit he plans on making, but that they will have to wait until the daytime – when the sewers will not be flooded with rainwater. He gives the Player Characters a hand-drawn map to an old aqueduct router that he will meet them at the next day's sundown.

What the characters will not know is that Albrent will be caught, tortured and executed some time during the day; leaving them with the exit map, but no guide.

If the Player Characters really want to use the sewers now they can try, but numerous Athletics checks for swimming and grabbing handholds will be required. When combined with the Sewer Monitors, such a trip might prove unhealthy to say the least.

Use the statistics for a common Karlye citizen found in the final chapter of this book for Albrent.

The event should only take 1 hour.

City Watch Patrol

This event takes place when the Player Characters are discovered in some fashion by a pair of the Karlye City Watchmen.

'Hey!' a loud shout erupts from the end of the street as two uniformed watchmen turn the corner to discover you, 'Halt! You are breaking curfew! Do not move!' They begin to run toward you, drawing their sabres, and you do not think they have any intentions of arresting you at all…

The two city watchmen (see page 30 for statistics) are loyal to Granbretan, and would nothing more than to bring the heads of a handful of curfew breakers to Rafe for some kind of promotion or commendation (not that he would likely give them to a French colonial), so they are here to fight the Player Characters. Fortunately for the Player Characters, they are trying to kill them for the glory – meaning that they will not call for assistance until one of the watchmen is killed or subdued. When this happens, there is 2d6 combat rounds before another two watchmen will arrive on the scene. If a '12' is rolled on this check however, there is a Tauran Shocktrooper in close proximity instead of common soldiers…and he will arrive in 1d3 rounds!

The Player Characters could try and fight, or they might rather want to flee. If they choose the latter option, they will likely need to make several Stealth checks against the Perception skills of their pursuers. If they manage to lose the patrol, they can immediately roll again to see what sort event they have just literally escaped directly into!

The Player Characters will not likely spend much time fighting or fleeing from the watch, but particularly long or exciting chases/conflicts might take up a single hour.

Tauran Ornithopter Patrol

This event takes place when the Player Characters are spotted by one of the electric-light ornithopters piloted by a Tauran Shocktrooper.

You turn the corner to avoid what sounded like heavy footfalls, possibly one of those brutal Taurans, only to be blinded by electric-arc spotlight of a thrumming ornithopter hovering a few dozen paces above the street and directly over you. The combination of the rain and your own footfalls must have masked the sound of its

mechanisms, but now you can hear it plainly as its pilot swivels its flame-lance toward you…

This event can really only go one of two ways – run or fight. Obviously fighting a flying foe will be exceedingly difficult for Player Characters who do not have spells or ranged weaponry, but the use of Athletics, Acrobatics and conveniently placed stacks of crates or awnings to get at the ornithopter with melee attacks might be difficult – but exciting and worth rewarding if attempted. One thing to remember is that if the ornithopter explodes, it will assuredly bring 1d3 ornithopters, 1d6 Tauran Shocktroopers, and 2d6 City Watchmen to investigate the plume of fire that was visible to most of the city! See the final chapter of this book for statistics of the ornithopter and all relevant persons.

Running from the ornithopter is likely the better choice, as there are a number of places that it simply cannot go. Using alleys and tight spaces might force the pilot to land in order to continue his search for the Player Characters, which will give crafty players a chance to possibly sabotage the ornithopter, or possibly even steal it (if they happen to know how to pilot one). Stealth checks versus the pilot's Perception will be necessary, but Games Masters should add a bonus to the pilot if the Player Characters are somewhere it *can* fly, but a penalty if they are not.

If they manage to lose the patrol fully, they can immediately roll again to see what sort event they have just literally escaped directly into, adding +3 to the roll for the added attention that the ornithopter added to the chase!

The Player Characters will not likely spend much time fighting or fleeing from the ornithopter, but particularly long or exciting chases/conflicts could take up to a single hour.

Tauran Shocktrooper

This event takes place when the Player Characters are discovered by one of the heavily armed and armoured Tauran Shocktroopers, who is hell-bent on their destruction.

'In the name of Duke Rafe Thenblade, House of Taurus, the Order of the Bull, and the High King-Emperor,' a gravely low voice rumbles out from a bank of rain-fog, 'you have been judged seditious and a traitor to the Granbretan Empire.'

The voice's owner steps out into the flicker of a streetlamp and your heart flutters slightly under its steely gaze. Towering over two metres in height and clad in the thick armour of a Granbretanian heavy infantryman, topped with an iron bull's head and wielding a long-hafted polearm…a Tauran shocktrooper was a match for entire units of resistance fighters in the war…

…and now one is snorting derisively and charging angrily in your direction.

The Player Characters have been found by a Tauran Shocktrooper (see page 33 statistics), who wants nothing more than to dispatch them bloodily, quickly, and without too much of a struggle on their parts. Since it is likely four or five-to-one odds, they might want to try to fight it. Taurans are tough combatants, but they carry a decent amount of equipment and armour that might be helpful loot if they manage to win.

Even so, it is only one enemy on foot. Although it moves faster, probably hits harder, and can absorb more damage…the Player Characters might try to escape it. Using the thing's massive size and inflexible armour to their advantage by squeezing through cracks in walls or climbing quickly over fences might help, even if it means the Tauran is slowed by having to cut or smash the obstacle out of his way.

If they manage to lose the Shocktrooper, they can immediately roll again to see what sort event they have just literally escaped directly into, with a +1 to the roll due to the likelihood that other Granbretanian forces are nearby!

Bloody Streets

***'What?!?' Rafe shouts** at the city watchman bowed before him, the glint of first sunlight shining in from the window off the snout of his mask, 'Are you quite sure?'*

'Absolutely,' the fearful French officer replied, 'all of the arrests we made did not turn up the thieves you speak of. Are you sure they are even here at –' his voice was cut off by Rafe's mailed fist, which shot outward and smashed into the watchman's voice box painfully.

'Idiocy!' Rafe clamoured, drawing his humming blade and turning it downward in his hand, 'If you cannot do this one simple thing for your King-Emperor, then you shall at least cease to annoy his servant!' He plunged the blade downward into the choking man, twisting the blade with a brutal grunt. Turning to one of his honour guards, he growled. 'What we could not find under moonlight, a crushed and pathetic people will deliver to us in daylight…or Karlye will never be cleaned of their spilled lives.'

'What is your command, milord?' the Tauran huffed in response, his voice deep and low.

'Find a carpenter and round up some examples,' Rafe said evilly, 'redecorate the market quarter.'

In this chapter the Player Characters discover that their continued presence in Karlye is making the city hell to live in. The Taurans, having failed in capturing the Player Characters over the course of the night, have now turned to punishing the local populace to try and get *them* to turn in the 'criminals'.

Waking Up to Screams and Sobs

The Player Characters have survived the night being hunted by Granbretanian forces through a number of different methods, and are now happy to join the growing throngs of citizens leaving their homes and filling the streets. Well, they will be until they see what is happening on many street corners – or rather hear it.

It is a good morning. The end of the rain has pulled up a thin fog, and it is not too warm to wear a cloak or coat. You join a growing stream of citizens filling your street, allowing their bodies to create anonymity for you, relieved that the night passed without your capture. As the throng moves forward toward the soon-to-be-opening market square, you cannot help but believe you are hearing someone shouting nearby… no, wait…those are screams.

The Player Characters may not want to check it out immediately, but as they move along through the streets they will begin to see and hear more and more scenes of the same macabre. Eventually they will be forced to see what is going on all over the quarter, and they should be read the following:

'This citizen,' the bull-masked soldier said as he pointed up at the naked, bloody and beaten man crucified in an 'X' to two thick planks tethered to a streetlight, 'failed to do his civic duty when he came upon a group of thieves that have stolen an expensive sword and gauntlet from the House of Taurus!'

'I-I-did not know!' the man stammers, blood trickling from his split lip and shattered gums before sobbing painfully.

'There are fifteen others that are believed to have come into contact with these thieves last night,' the Tauran shouts over the man's sobs, 'and there are fifteen other examples made this morning! By order of Duke Rafe Thenblade, you WILL shout for the watch and take up arms against these thieves if you see them…or you will be gracing your own post by morrow's morn!'



The man dying on the post is actually Albrent Foep, who the Player Characters will recognise if they met up with him during the night's events in the last chapter. If they did not, he is just another citizen that is suffering horribly on account of their having the sword. It is a horrible way to die, and it sounds like it is happening all over the quarter by the echoing shouts and screams the Player Characters will be able to hear.

While some players may not be predisposed to care too much about the suffering of nameless Non-Player Characters, it might be worth taking note of their actions and attitudes for the purposes of Hero Points, Fate and the hand-burning judgment of the *Magistrate of Fate*.

If the Player Characters do recognise Albrent because they met up with him the night before, they will assuredly realise that he will not be able to join them at the aqueduct sewer access. They still should have the hand-drawn map, and they could always use it themselves to escape the Taurans, but they will not know that Albrent already gave the exit up during his early-morning capture/interrogation. He gave up this information even if they did not meet him, which sets up the events at the end of the chapter titled 'No Way Out'.

Three city watchmen and a single Tauran shocktrooper will be standing watch over each crucifixion, just in case someone tries to do something to release them or put them out of their misery. Over the course of the day a few of the victims will die from their wounds (Albrent being one of them, rather early in the morning too), no more than three will be killed from merciful crossbow-snipers, and one will die trying to rip herself down. It is a grisly scene that makes the humane part of any Player Character (especially the wielder of the *Sword Magistrate*) cringe with sorrow.

The New Attitude of Karlye

With the horrifying scenes portrayed all over the market quarter, the citizens (and visitors!) of Karlye have been dealt a major blow to their overall morale and general dispositions. The Player Characters will either need to avoid any contact with other sentient life, or risk revealing themselves to someone who might as well turn them in to end the bloody suffering of their city.

Anytime the Player Characters run into any citizen of Karlye that they have yet to meet and make an impression upon, the Games Master should roll on the following table to decide what kind of encounter it will begin as.

1d6[1]	Type of Citizen Encounter
1	Magnanimous
2	Useful
3	Helpful
4	Uncomfortable
5	Avoidance
6	Anger
7	Alarmed
8	Blind Rage

[1]Add +3 to the roll if the *Sword Magistrate* or *Hand of Fate* is visible, +1 if the Player Characters look worried or hesitant, but subtract -1 if the leading Player Character can beat the citizen in an immediate Influence vs. Persistence opposed skill test.

NOTE: All characters involved with this table use the 'Karlye Citizen' statistics found on page 33.

Magnanimous

'I know what you are going through, let me help you any way I can against those bastards.'

The citizen is one of the rare instances where the bloody scenes permeating the street corners did not cow or dismay, but rather embolden against the Taurans. This citizen will help in any we he or she can, up to and including 'lending' equipment of up to 100 SP to the Player Characters, showing them good places to hide, feeding them, or even causing a minor distraction for them if they need it. The Games Master might want to come up with why this citizen is so brave, especially if the Player Characters ever want to come back to Karlye some day.

Useful

'I have something you should know…'

The citizen has some bit of information that he believes will be useful to the Player Characters, and is not too afraid of the Taurans to give it to them. This could be something as small as 'the sewer entrance is that way' to 'there is a gap in the Tauran patrols by the Westchance Inn'. This information might mean more to some players than others as they make their plans and form their schemes, but more importantly it means that the citizen will not turn them in to the watch.

Helpful

'Le'ssee here, what can I do for ye?'

The citizen either does not know the Player Characters are wanted by the Taurans, or he just does not care one way or the other. Whatever they wanted with the citizen is still obviously an option, and there will be no chance that the citizen will turn them in to the watch unless the business goes awry *because* of them. If they disrupt the citizen for whatever reason, he will shift to Uncomfortable immediately.

Uncomfortable

'What? Oh yeah…sure…let's just get this over with.'

The citizen knows that something is not quite right with the situation he is in, and wonders if the Player Characters are the reason that the city is being painted red with the blood of its own people. If the rumours about these 'bloodthirsty thieves' are true, the citizen believes he had better do what they want until he can safely call for the watch. Whatever the Player Characters were trying to do with the citizen can continue, but if the citizen can get away (back in a store room, sudden need for fresh air, etc.) he will do so – going and telling the city watch about their whereabouts.

Avoidance

'No, no…I'm sure you have the wrong person…who? No, I have no idea what you are talking about.'

The citizen has decided that the best way to make sure that they do not come into contact with the 'bloody-handed thieves' is by ignoring anyone they do not already know, and likely some of the folk they do. It would take a successful Influence skill test against the Persistence of the citizen for the Player Character to successfully get their attention long enough to likely be brushed off. Unless relentlessly bothered, these citizens are not likely to call for the watch.

Anger

'It is because of you, or people like you, that I had to watch my neighbour get staked to a board this morning!'

The citizen recognises the Player Characters for foreign adventurers, and blames them for the Taurans' bloody deeds. Whether or not he knows that the Player Characters *are* the reason is debateable, but they look the part enough that the citizen only needs a few moments to start pawing at them in search for the sword or gauntlet. If he manages to find either artefact, he will shift to Alarm immediately.

Alarmed

'By all the gods in all the heavens! It is you! Help! Help! It's them! The thieves!'

The citizen has seen either of the two artefacts, or truly believes that the suspicious behaviour of the Player Characters makes them the thieves. In a sense, he is not wrong. He will not take up arms against the 'dangerous criminals', but he will shout loudly for the city watch while trying to run toward the nearest group of Karlye citizens.

Blind Rage

'I watched my son beaten, pulled from our home, and nailed to a street post…all because of you! Die!'

The citizen saw one of the artefacts and knows that the Player Characters are the reason why the Taurans are punishing the market quarter civilians, and has a personal or emotional stake in at least one of the people chosen this morning. He has lost his grip on self-preservation, and is ready to kill the closest Player Character to him. While this will not likely be a tough combat for seasoned adventurers, battling a citizen in broad daylight on the streets of Karlye is a good way to earn the distrust of everyone watching, and possibly summon city watchmen (75% chance).

City Watchmen Encounters

Throughout the day the Player Characters might run into random city watch members that may or may not recognise them for who they really are. Depending on how the Player Characters are trying to avoid detection, it will likely call for an Influence (to convince others they are not the 'thieves') or Stealth (to simply bypass them) check against the watchmen's Perception skills. City Watchmen always travel in pairs, and Games Masters should remember to take all appropriate tests *twice*, as one might succeed where the other failed.

Of course if a citizen calls or informs the watch because of their run-in or dealings with the Player Characters, there is not likely to be a need for a roll at all…the watch are drawn and ready to try and bring down the Taurans' enemies. While some city watchmen are bloodthirsty thugs in uniforms, many are just doing what they are told to avoid being nailed up to a street post on the following day. This might leave room for crafty Player Characters to negotiate their way out of a bad situation, but the watchmen receive a +20% to their rolls to resist such persuasion…their lives are worth too much to disobey the Granbretanian Duke.

Tauran Shocktrooper Encounters (or lack thereof)

With the successful elusion of the shocktroopers by the Player Characters on the last evening, Rafe has decided that the culprits must be trying to leave the city in the footsteps of Baron Meliadus' plaything, Hawkmoon. Taurans are then deployed at every entrance or exit of the city. Rafe himself and his honour guard (two Shocktroopers) might be seen moving about the city, but will end up in the sewer exit before the day is out to hopefully root out anyone leaving via Albrent's 'secret' route.

If the Player Characters try to exit the city using a road, street or alley…they should be blocked by a duo of Tauran Shocktroopers and a pair of City Watchmen (all armed additionally with flame-lances while on blockade duty). This will likely steer the Player Characters back toward the inside of town, where they will eventually (through repeated run-ins with angry citizens) decide that they *have* to escape.

NO WAY OUT

*'**But my wife** and daughter are…' one citizen shouts, quickly drown out by the next.*

'My fields cannot plough themselves!' the angry voice adds to the murmur of the swelling crowd.

'You cannot do this!' a young woman shrieks, momentarily raising her voice higher than the rest, allowing it to garner the attention of the large, bull-masked men blocking their way with massive flame-lances.

'Silence!' Brachton, one of the oldest Taurans in Rafe's command, bellowed, 'Until the thieves are caught and Duke Thenblade satisfied, no one can leave by highway or byway.'

'Or what?' a bold young man grunts from the second row of citizens in the growing throng, 'You'll jail us all?'

'No,' Brachton replied plainly, 'I'll spread your greasy ashes over my rose garden back in Milan.'

In the later part of the day, the Player Characters will have found themselves in repeated situations that will likely point them in the direction of leaving town. There are only so many places a group of adventurers can hide, and the number of friendly citizens that would not turn them in will quickly dwindle. It will make things difficult on the Player Characters to stay in Karlye for too long, and they will need to start looking for a way out of the city. They may eventually decide to return, which will be long since the Taurans have left chasing after them, but as of now they should think of fleeing into the wilderness.

Should the Player Characters get stubborn and choose to hold their ground or die trying, there are a few points that Games Masters should make concerning such a choice:

- **Reinforcements –** Even if the Player Characters manage to kill off many of the Taurans (quite a feat!); more will arrive by ornithopter every morning to replace the fallen. Rafe Thenblade has a great deal of clout with the Baron, and a near limitless supply chain.

- **Night Escapades –** Every night the Player Characters stay in Karlye, they risk capture. Every evening past the first is run the same way as the one detailed in 'A Dark Night in Karlye', except that there is a cumulative +1 modifier to all rolls on the table per evening past the first.

- **Weary Populace –** With the added crucifixions every morning, the Player Characters will be doing far more harm than good the longer they stay and fight the Taurans. There is a +1 cumulative per day modifier to the Citizen Reaction table in the 'Bloody Streets' chapter.

- **Escalation of Arms –** Every two days, when Rafe calls in reinforcements, he will request bigger and stronger arms for his soldiers to stack the odds in their favour. On day three, they trade in their polearms for flame-lances. Day five, the ornithopters are upgraded to Combat Ornithopters, and finally on day seven the Taurans are given experimental shoulder-mounted flame-cannons. This upward slope of weaponry will make things even more difficult on Player Characters hell bent on fighting the Taurans here and now.

- **Civilian Spies –** After the third day, Rafe will have several of his loyalist men flown in to walk around the people as one of them. They will secretly report as to the whereabouts of anyone matching the descriptions of the Player Characters, and Games Masters should have Taurans on their heels almost constantly.

While it is theoretically possible to stay and fight, the Player Characters will soon find themselves as pariahs amidst a city littered with crucified bodies and ultimately under martial law by a bloodthirsty madman and his bio-engineered soldiers. Some might see this as the best chance to make a statement

against Granbretan – but most should see it is an uphill battle that is only resulting in the deaths of many innocent people.

Blocked Exits

The city of Karlye is not walled exactly, but its tightly-packed housing and industry leaves only a handful of effective exits to the public on the ground, and one in the air. These exits are currently heavily guarded and blockaded, leaving the Player Characters to try and discover (if they have not already been told) the sewer access tunnel.

By Street, Alley or Walkway

This scene is reserved for when a Player Character chooses to try and leave Karlye via the normal means, and should dutifully illustrate how tight the Taurans have the city locked down at the time.

At the end of the roadway there seems to be a group of people crowded around a small handful of soldiers – two hulking Taurans and two Karlye watchmen. The soldiers are waiving dangerous flame-lances in the air as they wave the citizens back from the edge of the city, and the Taurans occasionally bellow into the crowd with barely decipherable commands.

'Get back!' one will shout, 'Until the thieves are found, no one may leave Karlye!'

If the throng of angry citizens (and their likelihood to turn the Player Characters in) is not enough to make them turn back from the scene, an added scene of the Taurans striking down a particularly vocal civilian might pull on the Player Character's heartstrings and sensibilities enough to ward them away. Conversely it could also embolden them to attack the guards and try to 'save the citizens', but the chance that the mob will not just simply turn on the Player Characters alongside their oppressors is great. Roll one reaction on the citizen table in 'Bloody Streets', adding +4 to the roll, for the whole mob.

Should the Player Characters manage to somehow defeat the mob (if it attacked), the Taurans and the watchmen, they could effectively flee the city. They should be chased by a pair of Tauran ornithopters, which will try to direct them to where Rafe and his honour guard are waiting (see *Into the Light*, below).

By Ornithopter or Flamingo

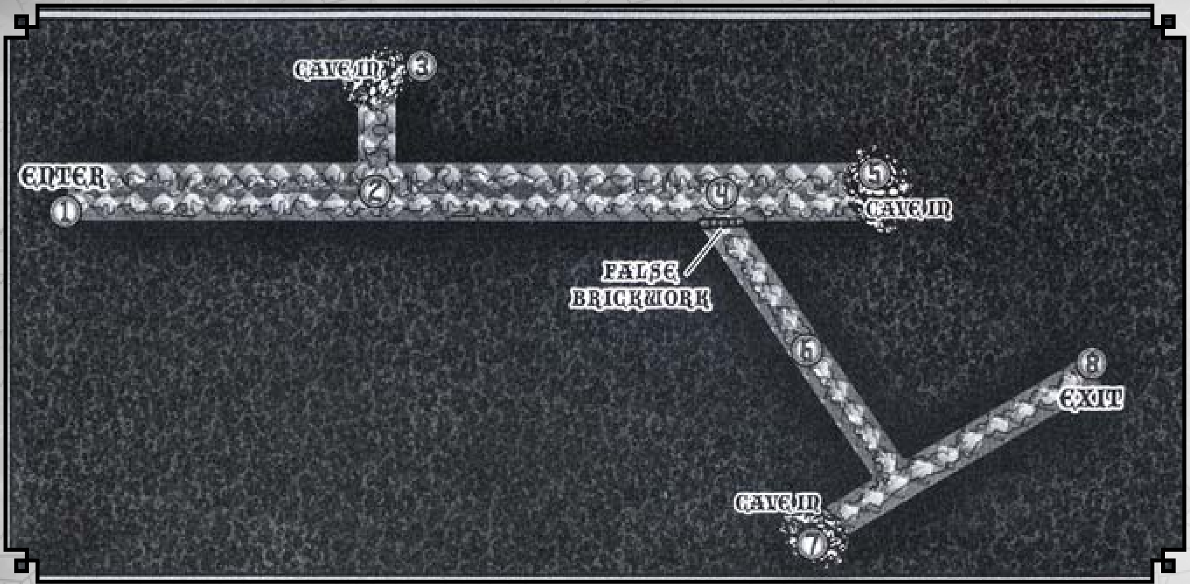
Trying to leave the city by flight is foolish to say the least, and most likely a deadly option. There are no fewer than ten Tauran ornithopters waiting or fuelling for launch at the sky-port, meaning that anyone taking to the sky is going to be quickly outnumbered and likely gunned down out of the sky. For obvious reasons, trying to escape Karlye by means of flight is almost assuredly a disaster.

Some Player Characters might want to go ahead and give it a try, however. If they do, the Games Master can expect a very fast-paced and bloody battle on his hands shortly. An air squadron of Granbretanian combat pilots will do their best to force their enemy into a position where the wings of the squadron can simply take turns passing by them while launching salvo after salvo of flame-lance fire. Unless the Player Characters have some trick or special idea to gain victory over such overwhelming odds…it is better if they stick to the ground.

The Aqueduct Sewer Access

If the Player Characters managed to run into Albrent in 'A Dark Night in Karlye', they likely already know about his 'secret' exit out of the city through the city's old sewer system. He had claimed that the rain would leave the tunnel too flooded to travel in until later the next day, which is when the Player Characters might decide to try their luck at getting out that way. What they do not know is that Albrent told Rafe about the tunnel (and meeting the Player Characters, if he did) and now the Tauran lurks in wait at its end for them.

If the Player Characters did not get a chance to meet Albrent, they might need to make a few Lore (regional) skill checks or perhaps Influence skill tests against local civilians (that do not want to turn them in, of course!) to try and learn of the aqueduct access and the old sewer drainage tunnels at all. Alternately, if any of the Player Characters are currently in possession of the *Sword* and the *Hand* they may be urged by Destiny to find the sewer entrance…as it will lead them to the



next Fate-altering choice in their lives, and that is how the multiverse tends to work.

However they find the aqueduct access if up to them and the Games Master to decipher, but the following string of scenes are based on the eventual finding and entering of the sewer system in order to eventually escape Karlye and the hunters from Granbretan.

1) The Access Entrance

The street gives way to a large weight-counterweight system confined in a wooden shed that once raised and lowered the access grate that bled off excess water from the aqueduct into the city sewer system. The idea was to basically keep the water from simply spilling into the street, but was later perceived as an utter waste of freshwater, and was shut down. From where you are standing however, you can see that the grate was left rusted in the 'open' position…revealing what might be considered a makeshift doorway leading down…

The entrance of the sewer has enough room for a SIZ 20 individual to squeeze between the grate and the rusted track it sets in, and there is a five-foot slope covered in algae and slime moulds leading down to the tunnel itself. It requires a slightly difficult (-10%) Athletics skill test to climb down without slipping, which only inflicts 1 point of damage to 1d3 random locations if a person slips and falls down the stone slope. Armour can protect this as normal, but will not keep the slipped character from getting covered in green grime. Otherwise it does nothing unforeseen to anyone covered in it.

The main sewer tunnel is roughly five metres in diameter, with several small recesses on the walls that once held candles for workers (but now is home to vermin). This tunnel itself has not been used as an actual sewer (for waste purposes) for several years, and many of its side tributaries have been bricked up by the city to stop the dangerous aqueduct sewer monitors from swimming deeper into the city. There is still a great deal of water in the bottom of the oval-shaped tunnel from the rain runoff, but it is only a foot or so deep. While in the tunnel the Player Characters will have a -5% penalty to the Dodge, Athletics (except swimming and brute force) and Acrobatics skills because of unsure footing and water resistance to their movements.

It is understandably dark in the tunnel, and lanterns or torches are probably going to be necessary. Since the sewer has not been used for waste in such a long time there are no natural gases present to burn or explode, so that it is not a worry. The flickering light of an open flame will glint eerily off slimy walls and time-polished stones to create shadows and imagery that may or may not really be there, which will penalise all Perception

checks by -10% (unless the Player Character has something to avoid this). It may also be interesting for Games Masters to call for the occasional Perception test from the party's lead traveller, revealing that they always 'thought they saw something' or 'saw something splash in the water ahead'. Of course this is just to add to the dark paranoia of the Player Characters until they are actually attacked by creatures in the sewer later!

2) The First Open Junction

A few hundred paces in the darkness, you come across not so much a fork in the tunnel but a side tributary whose bricked up entrance has been torn down to rubble. Behind it there is a thinner tunnel that you can hear a faint scraping sound…like metal on stone…

This is exactly what it sounds like, a side tunnel that was bricked up but was pulled down from this side to gain access to it. The ground is jagged, slick and uneven all around the entrance from the bricks that were pulled down into the water and eventually covered in slime. Everyone carelessly walking across them must pass an Athletics test to do so without falling backwards into the water; this causes no damage, just embarrassing and potentially dangerous to certain items.

If someone thinks to check around in the fallen bricks, they can make a single INTx5 roll to come up with an old rusted crowbar (see page 7 of *RuneQuest –Arms & Equipment* for details, or use the stats for a Club that can cause impaling hits) and a rotten leather coin purse that has two grime-crusted silver euo coins in it.

If a Player Character thinks to shine a light down into the tributary tunnel, he can see a pair of large green, unblinking eyes shining back at him and the glint of metal nearby. This of course is the jewelled eyes of the mask at the end of the tunnel…but the Player Characters cannot know that yet, and might want to do some interesting and entertaining things in response.

The tunnel itself is only a metre or so in diameter, and twice that in height, making it very difficult for multiples to go down and investigate. This too should make things a little more fearsome for whoever gets chosen to walk down and investigate first…

3) Tributary Cave-In

The end of the smaller tunnel has been blocked by a massive cave-in, which looks manmade in design. Under it you can see that the glowing 'eyes' belong to the sockets of a metallic hawk mask, which is constantly rubbing a groove in a nearby stone because of the rock of the water beneath it. It is definitely Granbretanian, and shows many years of wear and rust.

The cave-in was a trap set by the Karlye resistance to catch an Order of the Hawk Granbretan noble – whose skeleton is still pinned under the rocks. Half of his body is still on this side of the cave-in, and the masked-skull is held up by water and a misshapen stone beneath it. The gems in the mask are enchanted to grant Night Sight and a +20% Perception bonus, but both must be worn to achieve the effect. On one of his skeletal hands the noble was wearing a golden signet ring of his bloodline and Order, which would likely fetch 100 gold pundstarleens in a contraband market. Otherwise, there is little here to investigate.

4) False Brickwork

You feel like you have been trudging through the water for a very long way when a very pungent odour strikes you. For being in a sewer you would expect such things, but it is not like that sort of smell...it is animal…like musk of sorts. It seems to be coming from a section of the tunnel wall that has been all bricked up. The tunnel continues forward, but the smell seems to come from here…

The smell is a dead skunk rat that the sewer monitors killed this morning, leaving it to soften and decay slightly in the water of their nest (see location 7), and the airflow from the tunnel exit is blowing it this way. The reason it can be smelled so readily here is the fact that the 'brickwork' here on the wall is actually fake. It is just pieces of bricks adhered to a large piece of tin that can be set in the wall to cover up the tunnel leading out.

There are several tests that can be called for in this area, with which the Player Characters could learn a great deal of interesting information that will be helpful (or necessary) in the progression of the story.

- **Craft (Masonry)** – A character skilled in masonry or a similar Craft skill could make a skill test to see that the brickwork is obviously false due to poor craftsmanship and the drying marks on the mortar is *upside down*.

- **Lore (Karlye) –** Someone versed in the tales of this city may have heard that the original French Resistance used this tunnel to come and go unseen, and was known for using secret passages to dissuade Granbretanian pursuers.

- **Lore (Animal) –** Any character that knows about animals will know the smell of skunk rat musk oils. They are not a subterranean creature, meaning that it was brought here by something else…or just its oils, which last for many days after its death.

- **Perception (-25%) –** If a character is looking around for something out of the ordinary, they might be able to see that the flow of water is the opposite of the flow of air. Water flows toward and under the brickwork panel, but the stinking air seems to be coming from behind it.

It takes a very simple Athletics skill test for brute strength (+30%) to lift and remove the false brickwork panel, which will reveal the secondary tunnel leading to the exit. When the panel is removed however, every character in the immediate vicinity must pass a Resilience test immediately or be overcome with nausea and suffer a single level of Fatigue from the overwhelming rush of musk-ridden air.

5) A Very Dead End

The tunnel abruptly ends at a forced cave-in, water washing up against the fallen stone like waves upon the shore. There are several tons of rock and stone in front of you, making progress this way impossible.

The tunnel was purposefully closed off here to prevent too much runoff and the like from washing down into the river (where the sewer eventually ended that way), but that took place years ago. The way is thoroughly blocked by several metres of slime-sealed stone, and would take a massive team to excavate it.

This scene is designed to make Player Characters that have yet to find the false panel in location 4 think that the sewer might actually be some kind of dead-end, frustrate them, and make for good inter-party arguments as to what next to do. If it looks like the group is getting *too* frustrated, the Games Master can always use the narrative powers of the *Sword Magistrate* to point them in the right direction. This should not come in the form of a simple 'the sword points' sort of message, the multiverse rarely works so simply. Perhaps the character that scores the highest on a successful Perception skill check will notice a constant and particularly bright glint of light coming off the sword seems to be shining on the false bricks. It needs to seem more like accidental providence, rather than simple Games Master direction.

6) Sewer Monitors

As the tunnel tightens a bit and the stink fades with the rush of fresh air from further down this way, you are suddenly aware that you are not alone…

…there is something in the water with you.

The tunnel is roughly two metres wide and tall, meaning that SIZ 16 or higher characters will have problems moving around dexterously, but should not suffer a game mechanics penalty unless trying to do something that requires overhead room. This might get tricky for some characters, but it is the hazards of being so big and tough!

The 'something in the water' above is actually a patch of floating dead animals (skunk rats, dogs, cats, and even two hatchling flamingos), that are being held in place by subtle currents made by the sewer monitors' nesting skills. The monitors can eat raw flesh, but the nutrients provided by the additional mould and insects that gather on waterlogged and rotten meat are essential to their total diets. Player Characters with any recent wounds that do a great deal of searching around in the dead bodies have a 10% chance of getting a nasty infection of the same type as the Monitor's bite (see their description on page 32).

The real danger in this tunnel is the family of four Sewer Monitors (see page 32) that recently laid a clutch of eggs in location 7, and are ready to protect them from any dangers – like a group of Player Characters stomping through their feeding stores! The Sewer Monitors will try to stealthily sneak up on the Player

Characters through the water to bite at their legs first, but will quickly come to the surface once battle has begun (they cannot breathe underwater).

7) Monitors' Nest

In a large pile of collected rubble, rotten meat and droppings at the base of a tunnel cave-in is a round depression filled with mottled brown spheres and a few glints of metal…

This is the sewer monitors' nest. There are seventeen mottled brown eggs that have an AP of 0 and 2 hp each, and could easily fetch 10 silver euo on the open market as a delicacy, or 15 to an animal handler. The glints of metal in the nest are a few random shiny objects that the monitors must have eaten and passed because they could not digest them. As that the monitors use their faeces to warm the eggs, these objects ended up here. There is a small silver ring with an inset pearl (25 GP), a silver loop earring (5 SP), and a strange-looking coin that will mystically always flip to its 'heads' side (500 SP).

From where the nest lies the Player Characters can also see daylight coming from the far end of the tunnel.

8) The Tunnel's End

You are just a few dozen paces from where the sewer tunnel spills out into a large and grassy field, currently swaying in the light breeze. You can see a long distance of tree-spotted countryside beyond, and no sign of the city itself from your vantage point. With any luck you will be far enough away from Karlye that they will not even be able to see you…

The Player Characters are walking into a trap. Rafe and his two honour guard Taurans are waiting to either side of the tunnel exit. Although it means that a combat could begin as a surprise as soon as they step outside, there are a few signs that might make them wary enough to avoid the surprise of the ambush.

- If anyone is currently wearing the *Hand of Fate* and wielding the *Sword Magistrate*, the opal knuckles of the *Hand* will begin to glow brightly in warning that Rafe – a willing servant of the force of Chaos – is present. The closer they step to the exit, the brighter it becomes.

- Someone with the Tracking skill can be called upon to make a slightly difficult (-10%) check to see that several sections of the grasses have been bent and broken in the last hour or so by heavy, booted footfalls.

- A very difficult (-30%) Perception skill test could allow a Player Character to possibly see the white reflection of the shine *off* of metal in the grasses. Basically, the daylight is glinting off the Tauran's mask and the characters might be able to see the white specks of shine in the grass.

Unless the Player Characters tell the Games Master in some way that they are expecting an ambush, or pass any of the above tests, the next scene will likely end as a surprise scenario – which could be *very* bad for the Player Characters.

At Last I Get to Kill You…

As the Player Characters exit the sewer tunnel, the Games Master will spring Rafe's ambush – even if it is not really an ambush. If the Player Characters are in fact surprised, the following dialogue should be read.

Light strikes your eyes warmly as you exit the tunnel, stepping down onto the muddy ground and wet gravel a metre below the tunnel's lip. Your feet splash when they hit the ground, and you have to catch your footing in the gentle current of run off exiting with you.

Just as you turn to see how far you are from the city, you see a flash of metal in your peripheral…

'Get them!' a low and sinister voice shouts!

If the Player Characters manage to avoid being directly ambushed in some way, they should get a slightly different introduction.

You warily step out of the sewer tunnel, hopping down the metre or so the watery gravel and mud below with a quick spin to ready yourself for whatever waits. Your suspicions are confirmed, as three Tauran-masked men – two hulking, and one wiry and athletic – wait with their weapons poised who all look slightly surprised that you knew they were there!

'And so your cowardly dance ends here,' the smaller bull-masked man growls, 'and Rafe Thenblade finally gets to kill you.' He draws an interesting-looking sword hilted with tubing and almost alien-looking devices, and points it at you, 'Give me the Sword Magistrate, and your deaths will be quick and anonymous. Fight us, and you will only curse your families to the same excruciating demise we will give you here.'

The fight between the Player Characters and the Taurans is likely to be a bloody one. The Tauran Honour Guards are equipped well and Rafe (see page 33) is no pushover. The Honour Guard will fight to the death no matter what, and Rafe will only surrender if his guards are dead and he is somehow disarmed completely. The Taurans will move from target to target if they incapacitate one, knowing that they will be able to later torture them to learn more about any further Resistance fighters in the area (which they may or may not know about).

The battle will either end with Rafe and his guards dead in the grass, the guards dead and Rafe captured, or the Player Characters dead or incapacitated/captured. If the Taurans are killed out of hand, the Games Master can continue on with the next (and final) section of the scenario, but if Rafe is still alive when the battle is determined to be over, the following scene should be read aloud.

'Y-you do not know,' the Tauran stammers, 'what you have done. Baron Meliadus will send more soldiers after that weapon…you have only delayed the inevitable.' He cough-laughs, and it sounds exhausted and final, 'At least I will not live to know his anger or judgment…'

There is a popping sound from inside Rafe's mouth and his limbs almost instantly shock straight out and go rigid…

Rafe Thenblade would gladly kill himself using an alchemical pill hidden in his mouth than suffer the wrath of his superiors. The nobility of Granbretan is not immune to the torturous punishments of their rulers, and Rafe knows that a quick death here that could be explained as combat-caused is far more honourable than being crucified or vivisected by Meliadus' executioners back in Kroiden.



When Destiny Calls

*'**Yeah,' the filthy** traveller said with a nervous laugh while wringing out the muddy water from his pant legs, 'the sewer lets out a few hundred paces that a way. It's the only way I knew how to get out of that bedamned city. Unless that silver sword thing turns up, those bull-headed Granbretanian monsters are going to paint the streets with Karlye's own!'*

'A silver sword you say?' the stranger in the black cowl asks, 'Anything about a single bronze gauntlet?'

'Actually,' the traveller said with a worried quiver of his muck-stained brow, 'I think so.'

'Which way is this sewer?'

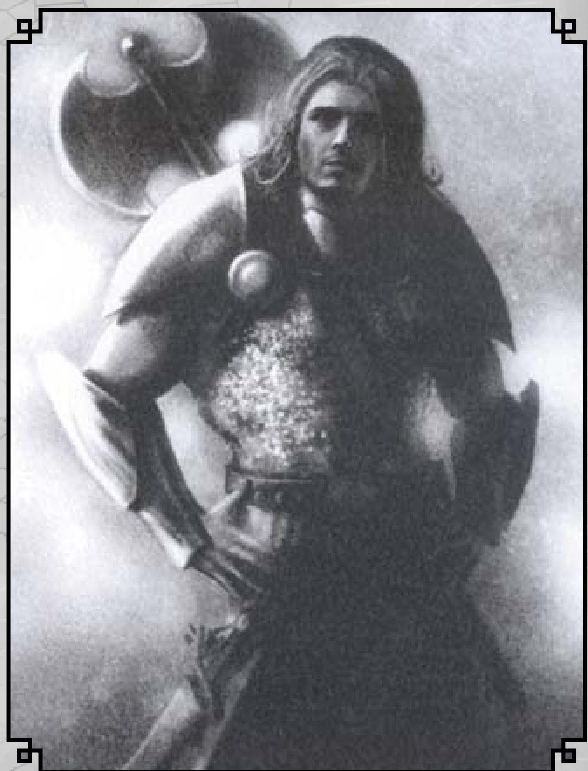
Minutes later, as Dorian approached the area that the traveller said that the sewer was, he saw three Granbretanian soldiers – one possibly even a noble – lurking in the grasses surrounding the black hole in the landscape. Knowing that he could not approach without possibly giving away his identity, he simply chose to stay low and watch from afar. Secretly he hoped that he was wrong, and this was all coincidence.

Unfortunately Dorian Hawkmoon has not believed in coincidence in quite a while…

This is the final moments of the scenario for the Player Characters, where they are given the opportunity to meet a special personality in this piece of the multiverse and given a very important choice. They have the way to walk away from the path seemingly set for them, even if it means ignoring the winds of fate. That is the real decision here – to let the multiverse steer them as it seems to do with great souls, or take a stand with the free will of Man and possibly pass up Destiny's plans for them.

'Excellent work,' a calm and strong voice from out of nowhere half-laughed, 'that was hard fought and worth watching.' A cloaked man in fine traveller's clothes walks forward from seemingly out of nowhere, as he sees the tension in your muscles, he raises his hands palms-up to show he is not armed. 'It does not surprise me that you are here…and now.'

'I,' he pulls back the hood of his cloak and reveals a handsome chiselled face that is strangely marked by a large black gemstone implanted in his forehead like some strange body piercing, 'understand fate better than most.'



Obviously to the players, they know they are talking to Dorian Hawkmoon. The Player Characters are quite unlikely to know him, but they might be able to pass a Lore (World) check at -30% to know rumours of the Duke of Koln and his black head 'ornament'. If they choose to actually fight him, as they might think he is some kind of Tauran spy, you can use the statistics

given for him on page 126 of *RuneQuest – Hawkmoon*, or you can simply have him consistently dodge or avoid the attacks until he can convince the Player Characters he is genuine. As he is the Eternal Champion of this world, this should come as no great feat for him.

When the Player Characters give him the chance to speak beyond his mysterious introduction, he has an important question for the Player Characters:

'You bear a piece of Equilibrium there,' he points to the artefact that has caused you so much trouble over what has felt like a much longer time than has actually passed, 'and with it comes much hardship and possible glories.'

'If you do not want to follow the path its destiny will take you on,' he gestures to the magical gauntlet, 'I will take it from you now and make it part of mine. If you so desire it.'

Oddly enough the gauntlet unbuckles itself at this enigmatic man's offer…

This is where the Player Character(s) have to decide whether or not they are going to choose to give up the *Sword Magistrate* and the *Hand of Fate* to Dorian, who will take the weapons off into his own adventures (which will be obscured by the events that unfold in his stories). Or they can decide to continue to bear the powerful weapon and become a part of this world's battle for Equilibrium. Their choice here could very well shape the rest of their lives, so Games Masters should give them as much time as they want to make the choice.

If they choose to give the artefacts to Hawkmoon:

'Very well,' the man says as he accepts the ancient items, 'you are free of your responsibility to these now. I wish you happy and long lives, however rare in these dark times. If our paths ever cross again, may it be in more favourable circumstances.'

As he turns to walk away, he looks back over his shoulder at you with an almost sad frown.

'Cherish your freedom from fate,' he sighs, 'it is more precious than any coin or kingdom, friends.'

If the Player Characters gave up the artefacts to Dorian, they are indeed free of any further responsibility of the *Sword Magistrate*. However, they have been instrumental in the death of a noble in the House of Taurus/Order of the Bull, which makes them wanted criminals all across Granbretan. That fact combined with the power that Baron Meliadus has to see them through the Black Jewel in Hawkmoon's skull, means this is likely not the end of their dealings with the Granbretanian hunters because of these events.

If they choose to keep the artefacts:

'Welcome then,' the man says with a genuine smile as the gauntlet's buckles latch magically in response to your decision, 'to the rest of your lives. Destiny is a harsh mistress, but what manner of man argues with the hand we are dealt? Not I, to be sure.'

'Besides,' he sighs before turning away, 'did we ever really have a choice at all?'

As he turns to walk away, he looks back over his shoulder at you with an almost sad frown. 'Destiny arranges no meetings by chance,' he sighs, 'We will one day meet again.'

Since the Player Characters chose to keep the artefacts they have essentially decided to become instruments in the greater fate of their world. While not as directly influential as the Eternal Champion or his actions, they are now pieces of a greater puzzle that they may eventually need to try and decipher. Firstly, by willingly accepting such a daunting role in the multiverse, all the Player Characters should receive a bonus Hero Point with the actual bearer of the sword and gauntlet gaining an additional Hero Point. This might seem an

unfair bonus, but with the added responsibility and dangerous interactions that these artefacts will likely bring for them specifically over the course of their lives – it is a small reward.

No matter the decision made Hawkmoon will need to get moving again, as he has a great deal of other adventures to go on that are chronicled in his many novels and stories. He will wave off the Player Characters if they want to join him, as he feels it would not be safe for them, but he will give them any advice he can. He is genuinely aware that they are now enemies of the Granbretanians, and he will help if he can – as long as it does not get in the way of his personal missions and goals.

Aftermath

The Player Characters are now a few hundred metres outside of Karlye, and currently free of the Granbretanian soldiers. They have been seen by the Black Jewel, and Baron Meliadus will not take kindly to the deaths of his soldiers or the noble he sent to bring back the blade. Minosh himself might be informed of his nephew's untimely death, which will make for a very deadly foe angled against the Player Characters until they or he is dead. Even if they do not still bear the *Sword Magistrate*, they are enemies of Granbretan and Games Masters should use that in their future adventures as plot hooks, campaign steerage, or even just happenstance encounters.

Karlye itself will likely be off limits to them for a few weeks or months unless they can arrange for decent disguises. The Taurans will move their search for the *Sword Magistrate* elsewhere in short order, but the dark crucifixions and general malice that the Player Characters' presence unwittingly brought upon the city for the short time the Taurans were there is enough to make it a very dangerous place to be. Eventually the people of Karlye will forget about the exact role the Player Characters played in that bloody act, making it safe once more to come to the merchant town.

From here it is up to the players and the Games Master to map out what waits for the Player Characters in the multiverse. Are they the bearers of a specific piece of Fate? Are they marked forever as those who abandoned Destiny, and are therefore forbidden to ever fulfil their own? Do they play a greater role in the Eternal Champion's life than anyone involved can know?

Ultimately, it is up to the Games Masters how the events of *Hunters of Granbretan* affect the greater story of their campaigns. We hope that we have set the stage well for a multitude of new plots and interesting events, and that this adventure opened the perfect doors for what lies next in the greater path…

…because Man does not always have a choice to become heroes, and the best ones might never even know how they did so.



Characters and Beasts

Karlye Citizen

These are the normal folk of Karlye. They are the merchants, buyers, butchers and travellers that someone might happen into on the streets of the busy city at the end of the Silver Bridge. The statistics below should be slightly adjusted to represent specific people in the city if the Games Master feels it necessary to do so.

STR 9
CON 11
SIZ 11
INT 11
POW 12
DEX 12
CHA 13

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	1/5
3-4	Left Leg	1/5
5-6	Abdomen	–/6
7-14	Chest	–/7
15-16	Right Arm	–/4
17-18	Left Arm	–/4
19-20	Head	–/5

Weapons

Type	*Weapon skill*	*Damage*
Dagger	30%	1D4 + 1 – 1D2

Special Rules

Combat Actions: Two
Movement: 4m
Skills: Athletics 30%, Craft (appropriate) 65%, Dodge 30%, Lore (Karlye) 50%, Perception 35%, Persistence 28%, Resilience 40%
Equipment: Dagger, Leather Trews, 3d6 Copper Pennies

Karlye City Watchman

Although many of these stalwart defenders of Karlye's populace are good men looking to earn an honest wage, they cannot help but be turned into an instrument of the Taurans' dark plots and schemes while Rafe is in the city. They would prefer to serve the greater good, but they cannot risk their jobs – or lives – going against the will of a Granbretanian noble.

STR 12
CON 14
SIZ 12
INT 10
POW 11
DEX 13
CHA 12

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	3/6
3-4	Left Leg	3/6
5-6	Abdomen	3/7
7-14	Chest	3/8
15-16	Right Arm	3/5
17-18	Left Arm	3/5
19-20	Head	5/6

Weapons

Type	*Weapon skill*	*Damage*
Baton	65%	1D6
Rapier	60%	1D8
Light Crossbow	55%	2D6

Special Rules

Combat Actions: Three
Movement: 4m
Skills: Athletics 50%, Dodge 50%, Driving 40%, Flame-Lance 25%, Influence 60%, Lore (Karlye) 70%,

Perception 65%, Persistence 45%, Resilience 60%
Equipment: Baton, Rapier, Crossbow and 8 standard bolts, Ringmail Armour and Helmet, 2d6 Silver Euo

Rafe Thenblade; Order of the Bull Noble

Rafe grew up deep in the darkest corner of the House of Taurus, learning the best ways to kill a man in painful strokes while not leaving him open to a similar end. He is a masterful fencer that wields a unique sorcery-science longsword with which he can shock weapons parrying him with alchemical electricity. Having all the best schooling and trainers, Rafe is a great deal more than just a sadistic noble from Granbretan – he is one of their best and most loyal manhunters.

Rafe is a dastardly man who enjoys the pain and suffering of his foes almost as much as he enjoys the praise and compliments him receives after a job well done. He has a collection of commendations given to him by Lord Minosh and Baron Meliadus, most of which have been for prying the secrets from the skulls of captives and foolish freedom fighters. Rafe hates the idea that Meliadus is relying on some foolish Duke and an ensorcelled jewel to get his way in the Kamarg, but understands that it is not his place to question – merely obey.

STR	13
CON	13
SIZ	11
INT	15
POW	14
DEX	19
CHA	15

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	7/5
3-4	Left Leg	7/5
5-6	Abdomen	7/6
7-14	Chest	7/7
15-16	Right Arm	7/4
17-18	Left Arm	7/4
19-20	Head	7/5

Weapons

Type	*Weapon skill*	*Damage*
Conductor Longsword	85%	1D8 + 1D6[1]
Hand Flamer	65%	2D6/1D6

[1]If a metallic weapon parries an attack from this weapon; the hand/arm that is wielding that weapon suffers 1d3 points of electrical damage.

Special Rules

Combat Actions: Four
Movement: 4m
Skills: Acrobatics 65%, Athletics 60%, Craft (Torture) 82%, Dodge 70%, Evaluate 55%, Influence 70%, Lore (Granbretan) 75%, Lore (World) 60%, Perception 68%, Persistence 75%, Pilot Ornithopter 55%, Resilience 68%, Stealth 55%, Survival 65%, Throwing 50%, Tracking 55%
Equipment: Conductor Longsword, Hand Flamer, Standard Granbretanian Armour with Bull-helm, Hard-shelled suicide-tooth of Chlorine Toxin, 35 Gold Pundstarleen, 42 Silver Euo, Signet Ring of the House of Taurus

Risidious Fairhaven

This common Granbretanian citizen is not much for fighting, nor is he anything but a librarian of antiquity. Although he is instrumental in the overall fate of the *Magistrate of Fate*, his role is that of courier – not wielder.

STR	8
CON	10
SIZ	9
INT	15
POW	12
DEX	11
CHA	13

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	–/4
3-4	Left Leg	–/4
5-6	Abdomen	–/5
7-14	Chest	–/6
15-16	Right Arm	–/3
17-18	Left Arm	–/3
19-20	Head	–/4

Weapons

Type	*Weapon skill*	*Damage*
Dagger	33%	1D4 + 1 – 1D2

Special Rules

Combat Actions: Two
Movement: 4m
Skills: Dodge 45%, Evaluate 76%, Influence 55%, Lore (World) 80%, Perception 60%, Resilience 32%, Stealth 40%
Equipment: Dagger, Page of Antiquity Tome, *Magistrate of Fate*

Sewer Monitor (Cess Lizard)

Sewer Monitors are actually just an urban variety of the foul and disgusting beast named 'Cess Lizard' for its habit of living in and around rotten meat and other animal waste. They are disgusting creatures that are often toxic to live around, but can be quite useful to watch guard over aquatic territory – if the owner does not mind the awful stench and befouled water.

They range in size from only a few hand spans long to the size of a small adult human. They have long and powerful tails that propel them through the water; slightly webbed feet tipped with sharp talons, and pointed heads that are streamlined for swimming and rooting in rotten meat. Their skins range from a light tan to a dark green, depending on what sort of foulness they have been living in that could stain them.

Characteristics

STR	2D6+6	(13)
CON	2D6+6	(13)
SIZ	2D6+2	(8)
INT	2	(2)
POW	2D6	(7)
DEX	3D6+1	(12)
CHA	3	(3)

Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	2/4
3-4	Right Hind Leg	2/5
5-6	Left Hind Leg	2/5
7-9	Hindquarters	2/6
10-13	Forequarters	2/6
14-15	Right Front Leg	2/5
16-17	Left Front Leg	2/5
18-20	Head	2/5

Weapons

Type	*Weapon skill*	*Damage*
Claw	45%	1D4 (Double Attack)
Bite	40%	1D6[1]

[1]This qualifies for the 'Disease Carrier' special trait below

Special Rules
Combat Actions: Two
Movement: 4m, 6m Swim
Skills: Athletics 55% (85% Swimming), Dodge 35%, Stealth 35%, Track 35%
Traits: Disease Carrier, Double Attack (Claws), Excellent Swimmer
Armour: Two-point scaly skin
Notes: A sewer monitor's Disease Carrier trait gives a 4% chance per HP of damage its bite attack inflicts (after AP reductions) to infect the bitten character with a horrible blood-clotting disease with the following statistics.

Sewer Rot
Type: Touch
Delay: 2D6 hours
Potency: 62
Full Effect: 1 hit point damage to the initial infected location. 25% chance per Potency roll per adjoining body locations that the disease has now spread to those

locations as well, requiring additional Potency rolls to fight the disease there.

Street Thug

Due to the high concentration of illegal sales and trade in Karlye, the streets of the city are a puzzle of street gang territories and turfs. If one did not know who to talk to, where, and what about, it could be a dangerous place to move about at night.

STR 13
CON 13
SIZ 14
INT 8
POW 9
DEX 12
CHA 11

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	2/6
3-4	Left Leg	2/6
5-6	Abdomen	2/7
7-14	Chest	2/8
15-16	Right Arm	2/5
17-18	Left Arm	2/5
19-20	Head	–/6

Weapons

Type	*Weapon skill*	*Damage*
Club	65%	1D6 + 1D2
Dagger	60%	1D4 + 1 + 1D2
Unarmed	65%	1D3 + 1D2

Special Rules

Combat Actions: Two
Movement: 4m
Skills: Athletics 45%, Dodge 40%, Evaluate 45%, First Aid 20%, Influence 50%, Lore (Karlye) 65%, Perception 50%, Persistence 40%, Resilience 65%, Sleight 40%, Stealth 65%, Survival 50%, Throwing 35%
Equipment: Club, Dagger, Heavy Leather Armour, 3D6 Copper Pennies, 1d3-1 Gold Pundstarleen

Tauran Shocktrooper

The scientifically altered powerhouses of the House of Taurus, Shocktroopers are hulks of muscle mass and aggression. They are bred and chemically stimulated to be easy to anger and ready at any time to smash a foe of Granbretan to bits. They are rarely deployed in large numbers due to the extreme cost in moving and equipping their ranks.

Each Tauran Shocktrooper is capable of fighting several opponents at once, but prefers to specifically maim or otherwise incapacitate a foe before moving on to another. Killing strokes can be dealt at any time if ordered to do so, but they have been taught the benefit of having captured enemies brought back to the interrogation chambers of the Order of the Bull. Although they are chemically predisposed to crush any and all enemies of the House of Taurus – they are infinitely loyal and will not disobey an order, no matter how badly they may want to. They would rather die on their own blades than risk bringing dishonour to the House, and it makes them deadlier than most foes enemies of Granbretan could ever face.

STR 17
CON 15
SIZ 19
INT 10
POW 6
DEX 13
CHA 7

Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	8/7
3-4	Left Leg	8/7
5-6	Abdomen	8/8
7-14	Chest	8/9
15-16	Right Arm	8/6
17-18	Left Arm	8/6
19-20	Head	10/7

Weapons

Type	*Weapon skill*	*Damage*
Tauran Polearm	80%	2D8 + 1D6
Flame-Lance	75%	2D6/1D6 + 1D6
Martial Arts	60%	2D3 + 1D6

Special Rules

Combat Actions: Three
Movement: 5m

Skills: Athletics 70%, Dodge 30%, Influence 50%, Perception 48%, Persistence 85%, Pilot Ornithopter 65%, Resilience 72%, Survival 95%, Tracking 55%
Equipment: Tauran Polearm (Halberd Equivalent), Flame-Lance (only if noted in description), Heavy Granbretanian Armour with Reinforced Bull-helm, 1d6 Gold Pundstarleen
Note: Tauran Honour Guards add +10% to *all* skill rolls if fighting an opponent that is within 10m of their noble ward (Rafe in the case of this scenario).

Tauran Ornithopters

Tauran ornithopters are blackened metal and wood constructions that look like a sick cross between a bat and a dragonfly as they wing across the sky and are powered by rather unstable engines which must be refuelled rather quickly if the vehicle sees tactical use. A Tauran ornithopter can, on average, fly for eight hours of direct travel, but less than three hours in search patterns or engaged in combat. This engine will explode if the flyer is reduced to 0 structure points or 0 structural integrity while in operation. This explosion deals 8d6 damage to anyone within ten metres of the vehicle.

Ornithopter, Tauran

Hull: 3
Structure Points: 32
Structural Integrity: 16
Crew: 1 pilot, 1 passenger
Speed: 16 m/160 km.
Weapons: One Mounted Flame-lance
Skill: Pilot Ornithopter +10%
Cost: 45,000 silver (Granbretan Nobles of the Order of the Bull only)

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Michael Moorcock's

HAWKMOON

Dorian Hawkmoon, Duke of Köln, has recently passed over the Silver Bridge into Europe on his long journey to Persia as part of his reluctant mission for the King-Emperor.

Shortly after his passing, another adventurer from Granbretan follows, entering the hive of wretchedness that is the city of Karlye.

This man, fleeing from the bull-masked Tauran Lords, carries with him a unique sword and gauntlet that he is determined will never fall into the hands of his former captors. Wounded, poisoned and exhausted - the man finally succumbs, leaving the ancient artefacts in the hands of a passing group of adventurers.

It is not long before these adventurers find themselves in a deadly game of cat and mouse, hunted for the artefacts they have sworn to protect and pursued by the vicious Order of the Bull, under the command of the dastardly Rafe Thenblade, a noble of the House of Taurus Itself.

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